Ancestor's Chosen
{5}{W}{W}
Creature -- Cleric
4/4
First strike
When Ancestor's Chosen comes into play, you gain 1 life for each card in your graveyard.

Anger
{3}{R}
Creature -- Incarnation
2/2
Haste
As long as Anger is in your graveyard and you control a mountain, creatures you control have haste.

Anurid Barkripper
{1}{G}{G}
Creature -- Beast
2/2
Threshold -- Anurid Barkripper gets +2/+2. (You have threshold as long as seven or more cards are in your graveyard.)

Anurid Brushhopper
{1}{G}{W}
Creature -- Beast
3/4
Discard two cards from your hand: Remove Anurid Brushhopper from the game. Return it to play under its owner's control at end of turn.

Anurid Swarmsnapper
{2}{G}
Creature -- Beast
1/4
Anurid Swarmsnapper may block as though it had flying.
{1}{G}: Anurid Swarmsnapper may block an additional creature this turn.

Arcane Teachings
{2}{R}
Enchant Creature
Enchanted creature gets +2/+2 and has "{T}: This creature deals 1 damage to target creature or player."

Aven Fogbringer
{3}{U}
Creature -- Bird Wizard
2/1
Flying
When Aven Fogbringer comes into play, return target land to its owner's hand.

Aven Warcraft
{2}{W}

Instant
Creatures you control get +0/+2 until end of turn.
Threshold -- Creatures you control also gain protection from the color of your choice until end of turn. (You have threshold if seven or more cards are in your graveyard.)

Balthor the Defiled
{2}{B}{B}
Creature -- Zombie Dwarf Legend
2/2
All Minions get +1/+1.
{B}{B}{B}, Remove Balthor the Defiled from the game: Each player returns all black and all red creature cards from his or her graveyard to play.

Barbarian Bully
{2}{R}
Creature -- Barbarian
2/2
Discard a card at random from your hand: Barbarian Bully gets +2/+2 until end of turn unless a player has Barbarian Bully deal 4 damage to him or her. Play this ability only once each turn.

Battle Screech
{2}{W}{W}
Sorcery
Put two 1/1 white Bird creature tokens with flying into play.
Flashback--Tap three untapped white creatures you control. (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Battlefield Scrounger
{3}{G}{G}
Creature -- Centaur
3/3
Threshold -- Put three cards from your graveyard on the bottom of your library: Battlefield Scrounger gets +3/+3 until end of turn. Play this ability only once each turn. (Play this ability only if seven or more cards are in your graveyard.)

Battlewise Aven
{3}{W}
Creature -- Bird Soldier
2/2
Flying
Threshold -- Battlewise Aven gets +1/+1 and has first strike. (You have threshold as long as seven or more cards are in your graveyard.)

Benevolent Bodyguard
{W}
Creature -- Cleric
1/1
Sacrifice Benevolent Bodyguard: Target creature you control gains

protection from the color of your choice until end of turn.

Book Burning
{1}{R}
Sorcery
Unless a player has Book Burning deal 6 damage to him or her, put the top six cards of target player's library into his or her graveyard.

Border Patrol
{4}{W}
Creature -- Nomad
1/6
Attacking doesn't cause Border Patrol to tap.

Brawn
{3}{G}
Creature -- Incarnation
3/3
Trample
As long as Brawn is in your graveyard and you control a forest, creatures you control have trample.

Breaking Point
{1}{R}{R}
Sorcery
Destroy all creatures unless a player has Breaking Point deal 6 damage to him or her. Creatures destroyed this way can't be regenerated.

Browbeat
{2}{R}
Sorcery
Unless a player has Browbeat deal 5 damage to him or her, target player draws three cards.

Burning Wish
{1}{R}
Sorcery
Choose a sorcery card you own from outside the game, reveal that card, and put it into your hand. Remove Burning Wish from the game.

Cabal Therapy
{B}
Sorcery
Name a nonland card. Target player reveals his or her hand and discards from it all cards with that name.
Flashback--Sacrifice a creature. (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Cabal Trainee
{B}
Creature -- Minion
1/1

Sacrifice Cabal Trainee: Target creature gets -2/-0 until end of turn.

Cagemail
{1}{W}
Enchant Creature
Enchanted creature gets +2/+2 and can't attack.

Canopy Claws
{G}
Instant
Target creature loses flying until end of turn.
Flashback {G} (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Centaur Rootcaster
{3}{G}
Creature -- Centaur Druid
2/2
Whenever Centaur Rootcaster deals combat damage to a player, you may search your library for a basic land card and put that card into play tapped. If you do, shuffle your library.

Cephalid Constable
{1}{U}{U}
Creature -- Cephalid Wizard
1/1
Whenever Cephalid Constable deals combat damage to a player, return up to X target permanents that player controls to their owners' hands, where X is the damage it dealt to that player.

Cephalid Inkshrouder
{2}{U}
Creature -- Cephalid
2/1
Discard a card from your hand: Cephalid Inkshrouder can't be the target of spells or abilities and is unblockable this turn.

Chastise
{3}{W}
Instant
Destroy target attacking creature. You gain life equal to its power.

Commander Eesha
{2}{W}{W}
Creature -- Bird Soldier Legend
2/4
Flying, protection from creatures

Crush of Wurms
{6}{G}{G}{G}
Sorcery
Put three 6/6 green Wurm creature tokens into play.
Flashback {9}{G}{G}{G} (You may play this card from your graveyard

for its flashback cost. Then remove it from the game.)

Cunning Wish
{2}{U}
Instant
Choose an instant card you own from outside the game, reveal that card, and put it into your hand. Remove Cunning Wish from the game.

Death Wish
{1}{B}{B}
Sorcery
Choose a card you own from outside the game and put it into your hand. You lose half your life, rounded up. Remove Death Wish from the game.

Defy Gravity
{U}
Instant
Target creature gains flying until end of turn.
Flashback {U} (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Dwarven Bloodboiler
{R}{R}{R}
Creature -- Dwarf
2/2
Tap an untapped Dwarf you control: Target creature gets +2/+0 until end of turn.

Dwarven Driller
{3}{R}
Creature -- Dwarf
2/2
{T}: Destroy target land unless its controller has Dwarven Driller deal 2 damage to him or her.

Dwarven Scorcher
{R}
Creature -- Dwarf
1/1
Sacrifice Dwarven Scorcher: Dwarven Scorcher deals 1 damage to target creature unless that creature's controller has Dwarven Scorcher deal 2 damage to him or her.

Earsplitting Rats
{3}{B}
Creature -- Rat
2/1
When Earsplitting Rats comes into play, each player discards a card from his or her hand.
Discard a card from your hand: Regenerate Earsplitting Rats.

Elephant Guide
{2}{G}

Enchant Creature
Enchanted creature gets +3/+3.
When enchanted creature is put into a graveyard, put a 3/3 green Elephant creature token into play.

Ember Shot
{6}{R}
Instant
Ember Shot deals 3 damage to target creature or player.
Draw a card.

Envelop
{U}
Instant
Counter target sorcery spell.

Epic Struggle
{2}{G}{G}
Enchantment
At the beginning of your upkeep, if you control twenty or more creatures, you win the game.

Erhnam Djinn
{3}{G}
Creature -- Djinn
4/5
At the beginning of your upkeep, target non-Wall creature an opponent controls gains forestwalk until your next upkeep.

Exoskeletal Armor
{1}{G}
Enchant Creature
Enchanted creature gets +X/+X, where X is the number of creature cards in all graveyards.

Filth
{3}{B}
Creature -- Incarnation
2/2
Swampwalk
As long as Filth is in your graveyard and you control a swamp, creatures you control have swampwalk.

Firecat Blitz
{X}{R}{R}
Sorcery
Put X 1/1 red Cat creature tokens with haste into play. Remove them from the game at end of turn.
Flashback--{R}{R}, Sacrifice X mountains. (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Flaring Pain
{1}{R}

Instant
Damage can't be prevented this turn.
Flashback {R} (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Flash of Insight
{X}{1}{U}
Instant
Look at the top X cards of your library. Put one of them into your hand and the rest on the bottom of your library.
Flashback--{1}{U}, Remove X blue cards in your graveyard from the game. (You can't remove Flash of Insight to pay for its own flashback cost.)

Fledgling Dragon
{2}{R}{R}
Creature -- Dragon
2/2
Flying
Threshold -- Fledgling Dragon gets +3/+3 and has "{R}: Fledgling Dragon gets +1/+0 until end of turn." (You have threshold as long as seven or more cards are in your graveyard.)

Folk Medicine
{2}{G}
Instant
You gain 1 life for each creature you control.
Flashback {1}{W} (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Forcemage Advocate
{1}{G}
Creature -- Centaur
2/1
{T}: Return target card in an opponent's graveyard to his or her hand. Put a +1/+1 counter on target creature.

Funeral Pyre
{W}
Instant
Remove target card in a graveyard from the game. Its owner puts a 1/1 white Spirit creature token with flying into play.

Genesis
{4}{G}
Creature -- Incarnation
4/4
At the beginning of your upkeep, if Genesis is in your graveyard, you may pay {2}{G}. If you do, return target creature card from your graveyard to your hand.

Giant Warthog
{5}{G}
Creature -- Beast

5/5
Trample

Glory
{3}{W}{W}
Creature -- Incarnation
3/3
Flying
{2}{W}: Creatures you control gain protection from the color of your choice until end of turn. Play this ability only if Glory is in your graveyard.

Golden Wish
{3}{W}{W}
Sorcery
Choose an artifact or enchantment card you own from outside the game, reveal that card, and put it into your hand. Remove Golden Wish from the game.

Goretusk Firebeast
{5}{R}
Creature -- Beast
2/2
When Goretusk Firebeast comes into play, it deals 4 damage to target player.

Grave Consequences
{1}{B}
Instant
Each player may remove any number of cards in his or her graveyard from the game. Then each player loses 1 life for each card in his or her graveyard.
Draw a card.

Grip of Amnesia
{1}{U}
Instant
Counter target spell unless its controller removes his or her graveyard from the game.
Draw a card.

Grizzly Fate
{3}{G}{G}
Sorcery
Put two 2/2 green Bear creature tokens into play.
Threshold -- Instead put four 2/2 green Bear creature tokens into play.
Flashback {5}{G}{G} (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Guided Strike
{1}{W}
Instant
Target creature gets +1/+0 and gains first strike until end of turn.

Draw a card.

Guiltfeeder
{3}{B}{B}
Creature -- Horror
0/4
Fear #(This creature can't be blocked except by artifact creatures and/or black creatures.)#
Whenever Guiltfeeder attacks and isn't blocked, defending player loses 1 life for each card in his or her graveyard.

Hapless Researcher
{U}
Creature -- Wizard
1/1
Sacrifice Hapless Researcher: Draw a card, then discard a card from your hand.

Harvester Druid
{1}{G}
Creature -- Druid
1/1
{T}: Add to your mana pool one mana of any color that a land you control could produce.

Hunting Grounds
{G}{W}
Enchantment
Threshold -- Whenever an opponent plays a spell, you may put a creature card from your hand into play. (You have threshold as long as seven or more cards are in your graveyard.)

Infectious Rage
{1}{R}
Enchant Creature
Enchanted creature gets +2/-1.
When enchanted creature is put into a graveyard, choose a creature at random Infectious Rage can enchant. Return Infectious Rage to play enchanting that creature.

Ironshell Beetle
{1}{G}
Creature -- Insect
1/1
When Ironshell Beetle comes into play, put a +1/+1 counter on target creature.

Jeska, Warrior Adept
{2}{R}{R}
Creature -- Barbarian Legend
3/1
First strike, haste
{T}: Jeska, Warrior Adept deals 1 damage to target creature or player.

Keep Watch
{2}{U}
Instant
Draw a card for each attacking creature.

Krosan Reclamation
{1}{G}
Instant
Target player shuffles up to two target cards from his or her graveyard into his or her library.
Flashback {1}{G} (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Krosan Verge
Land
Krosan Verge comes into play tapped.
{T}: Add one colorless mana to your mana pool.
{2}, {T}, Sacrifice Krosan Verge: Search your library for a forest card and a plains card and put them into play tapped. Then shuffle your library.

Krosan Wayfarer
{G}
Creature -- Druid
1/1
Sacrifice Krosan Wayfarer: Put a land card from your hand into play.

Laquatus's Disdain
{1}{U}
Instant
Counter target spell played from a graveyard.
Draw a card.

Lava Dart
{R}
Instant
Lava Dart deals 1 damage to target creature or player.
Flashback--Sacrifice a mountain. (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Lead Astray
{1}{W}
Instant
Tap up to two target creatures.

Liberated Dwarf
{R}
Creature -- Dwarf
1/1
{R}, Sacrifice Liberated Dwarf: Target green creature gets +1/+0 and gains first strike until end of turn.

Lightning Surge

{3}{R}{R}
Sorcery
Lightning Surge deals 4 damage to target creature or player.
Threshold -- Instead Lightning Surge deals 6 damage to that creature or player and the damage can't be prevented.
Flashback {5}{R}{R} (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Living Wish
{1}{G}
Sorcery
Choose a creature or land card you own from outside the game, reveal that card, and put it into your hand. Remove Living Wish from the game.

Lost in Thought
{1}{U}
Enchant Creature
Enchanted creature can't attack or block and its activated abilities can't be played. Its controller may remove three cards in his or her graveyard from the game to ignore this ability until end of turn.

Masked Gorgon
{4}{B}
Creature -- Gorgon
5/5
Green creatures and white creatures have protection from Gorgons.
Threshold -- Masked Gorgon has protection from green and from white. (You have threshold as long as seven or more cards are in your graveyard.)

Mental Note
{U}
Instant
Put the top two cards of your library into your graveyard.
Draw a card.

Mirari's Wake
{3}{G}{W}
Enchantment
Creatures you control get +1/+1.
Whenever you tap a land for mana, add one mana to your mana pool of any type that land produced.

Mirror Wall
{3}{U}
Creature -- Wall
3/4
(Walls can't attack.)
{W}: Mirror Wall may attack this turn as though it weren't a Wall.

Mist of Stagnation
{3}{U}{U}
Enchantment

Permanents don't untap during their controllers' untap steps.
At the beginning of each player's upkeep, that player untaps a permanent for each card in his or her graveyard.

Morality Shift
{5}{B}{B}
Sorcery
Exchange your graveyard and library. Then shuffle your library.

Nantuko Monastery
Land
{T}: Add one colorless mana to your mana pool.
Threshold — {G}{W}: Nantuko Monastery becomes a 4/4 green and white creature with first strike until end of turn. It's still a land. (Play this ability only if seven or more cards are in your graveyard.)

Nantuko Tracer
{1}{G}
Creature — Insect Druid
2/1
When Nantuko Tracer comes into play, you may put target card from a graveyard on the bottom of its owner's library.

Nomad Mythmaker
{2}{W}
Creature — Cleric
2/2
{W}, {T}: Put target enchant creature card from a graveyard into play enchanting a creature you control. (You control that enchantment.)

Nullmage Advocate
{2}{G}
Creature — Insect Druid
2/3
{T}: Return two target cards in an opponent's graveyard to his or her hand. Destroy target artifact or enchantment.

Phantom Centaur
{2}{G}{G}
Creature — Centaur Spirit
2/0
Protection from black
Phantom Centaur comes into play with three +1/+1 counters on it.
If damage would be dealt to Phantom Centaur, prevent that damage. Remove a +1/+1 counter from Phantom Centaur.

Phantom Flock
{3}{W}{W}
Creature — Bird Soldier Spirit
0/0
Flying
Phantom Flock comes into play with three +1/+1 counters on it.

If damage would be dealt to Phantom Flock, prevent that damage.
Remove a +1/+1 counter from Phantom Flock.

Phantom Nantuko
{2}{G}
Creature -- Insect Spirit
0/0
Trample
Phantom Nantuko comes into play with two +1/+1 counters on it.
If damage would be dealt to Phantom Nantuko, prevent that damage.
Remove a +1/+1 counter from Phantom Nantuko.
{T}: Put a +1/+1 counter on Phantom Nantuko.

#N/A
Phantom Nomad
{1}{W}
Creature -- Nomad Spirit
0/0
Phantom Nomad comes into play with two +1/+1 counters on it.
If damage would be dealt to Phantom Nomad, prevent that damage.
Remove a +1/+1 counter from Phantom Nomad.

Phantom Tiger
{2}{G}
Creature -- Cat Spirit
1/0
Phantom Tiger comes into play with two +1/+1 counters on it.
If damage would be dealt to Phantom Tiger, prevent that damage.
Remove a +1/+1 counter from Phantom Tiger.

Planar Chaos
{2}{R}
Enchantment
At the beginning of your upkeep, flip a coin. If you lose the flip, sacrifice Planar Chaos.
Whenever a player plays a spell, that player flips a coin. If he or she loses the flip, counter that spell.

Prismatic Strands
{2}{W}
Instant
Prevent all damage that sources of the color of your choice would deal this turn.
Flashback--Tap an untapped white creature you control. (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Pulsemage Advocate
{2}{W}
Creature -- Cleric
1/3
{T}: Return three target cards in an opponent's graveyard to his or her hand. Return target creature card from your graveyard to play.

Quiet Speculation
{1}{U}
Sorcery
Search target player's library for up to three cards with flashback and put them into that player's graveyard. Then the player shuffles his or her library.

Rats' Feast
{X}{B}
Sorcery
Remove X target cards in a single graveyard from the game.

Ray of Revelation
{1}{W}
Instant
Destroy target enchantment.
Flashback {G} (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Riftstone Portal
Land
{T}: Add one colorless mana to your mana pool.
As long as Riftstone Portal is in your graveyard, lands you control have "{T}: Add {G} or {W} to your mana pool."

Scalpelexis
{4}{U}
Creature -- Beast
1/5
Flying
Whenever Scalpelexis deals combat damage to a player, that player removes the top four cards of his or her library from the game. If two or more of those cards have the same name, repeat this process.

Seedtime
{1}{G}
Instant
Play Seedtime only during your turn.
Take an extra turn after this one if an opponent played a blue spell this turn.

Selfless Exorcist
{3}{W}{W}
Creature -- Cleric
3/4
{T}: Remove target creature card in a graveyard from the game. That card deals damage equal to its power to Selfless Exorcist. (A * on a card not in play is 0.)

Serene Sunset
{X}{G}
Instant
Prevent all combat damage X target creatures would deal this turn.

Shaman's Trance
{2}{R}
Instant
Until end of turn, other players can't play cards from their graveyards, and you may play cards from other players' graveyards as though they were in your graveyard.

Shieldmage Advocate
{2}{W}
Creature -- Cleric
1/3
{T}: Return target card in an opponent's graveyard to his or her hand. Prevent all damage that would be dealt to target creature or player this turn by a source of your choice.

Silver Seraph
{5}{W}{W}{W}
Creature -- Angel
6/6
Flying
Threshold -- Other creatures you control get +2/+2. (You have threshold as long as seven or more cards are in your graveyard.)

Solitary Confinement
{2}{W}
Enchantment
At the beginning of your upkeep, sacrifice Solitary Confinement unless you discard a card from your hand.
Skip your draw step.
You can't be the target of spells or abilities.
Prevent all damage that would be dealt to you.

Soulcatchers' Aerie
{1}{W}
Enchantment
Whenever a Bird is put into your graveyard from play, put a feather counter on Soulcatchers' Aerie.
All Birds get +1/+1 for each feather counter on Soulcatchers' Aerie.

Soulgorger Orgg
{3}{R}{R}
Creature -- Nightmare Orgg
6/6
Trample
When Soulgorger Orgg comes into play, you lose all but 1 life.
When Soulgorger Orgg leaves play, you gain life equal to the life you lost when it came into play.

Spellgorger Barbarian
{3}{R}
Creature -- Nightmare Barbarian
3/1
When Spellgorger Barbarian comes into play, discard a card at random from your hand.

When Spellgorger Barbarian leaves play, draw a card.

Spelljack
{3}{U}{U}{U}
Instant
Counter target spell. If it's countered this way, remove it from the game instead of putting it into its owner's graveyard. As long as it remains removed from the game, you may play it as though it were in your hand without paying its mana cost. If it has X in its mana cost, X is 0.

Spirit Cairn
{2}{W}
Enchantment
Whenever a player discards a card from his or her hand, you may pay {W}. If you do, put a 1/1 white Spirit creature token with flying into play.

Spurnmage Advocate
{W}
Creature -- Nomad
1/1
{T}: Return two target cards in an opponent's graveyard to his or her hand. Destroy target attacking creature.

Stitch Together
{B}{B}
Sorcery
Return target creature card from your graveyard to your hand.
Threshold -- Instead return that card from your graveyard to play. (You have threshold if seven or more cards are in your graveyard.)

Sudden Strength
{3}{G}
Instant
Target creature gets +3/+3 until end of turn.
Draw a card.

Suntail Hawk
{W}
Creature -- Bird
1/1
Flying

Sutured Ghoul
{4}{B}{B}{B}
Creature -- Zombie
/
Trample
As Sutured Ghoul comes into play, remove any number of creature cards in your graveyard from the game.
Sutured Ghoul's power is equal to the total power of the removed cards and its toughness is equal to their total toughness. (A * on a card not in play is 0.)

Swelter
{3}{R}
Sorcery
Swelter deals 2 damage to each of two target creatures.

Swirling Sandstorm
{3}{R}
Sorcery
Threshold -- Swirling Sandstorm deals 5 damage to each creature without flying. (You have threshold if seven or more cards are in your graveyard.)

Sylvan Safekeeper
{G}
Creature -- Wizard
1/1
Sacrifice a land: Target creature you control can't be the target of spells or abilities this turn.

Telekinetic Bonds
{2}{U}{U}{U}
Enchantment
Whenever a player discards a card from his or her hand, you may pay {1}{U}. If you do, tap or untap target permanent.

Test of Endurance
{2}{W}{W}
Enchantment
At the beginning of your upkeep, if you have 50 or more life, you win the game.

Thriss, Nantuko Primus
{5}{G}{G}
Creature -- Insect Druid Legend
5/5
{G}, {T}: Target creature gets +5/+5 until end of turn.

Toxic Stench
{1}{B}
Instant
Target nonblack creature gets -1/-1 until end of turn.
Threshold -- Instead destroy that creature. It can't be regenerated. (You have threshold if seven or more cards are in your graveyard.)

Trained Pronghorn
{1}{W}
Creature -- Antelope
1/1
Discard a card from your hand: Prevent all damage that would be dealt to Trained Pronghorn this turn.

Treacherous Vampire
{4}{B}

Creature -- Vampire
4/4
Flying
Whenever Treacherous Vampire attacks or blocks, sacrifice it unless you remove a card in your graveyard from the game.
Threshold -- Treacherous Vampire gets +2/+2 and has "When Treacherous Vampire is put into a graveyard from play, you lose 6 life."

Treacherous Werewolf
{2}{B}
Creature -- Minion Wolf
2/2
Threshold -- Treacherous Werewolf gets +2/+2 and has "When Treacherous Werewolf is put into a graveyard from play, you lose 4 life." (You have threshold as long as seven or more cards are in your graveyard.)

Tunneler Wurm
{6}{G}{G}
Creature -- Wurm
6/6
Discard a card from your hand: Regenerate Tunneler Wurm.

Unquestioned Authority
{2}{W}
Enchant Creature
When Unquestioned Authority comes into play, draw a card.
Enchanted creature has protection from creatures.

Valor
{3}{W}
Creature -- Incarnation
2/2
First strike
As long as Valor is in your graveyard and you control a plains, creatures you control have first strike.

Venomous Vines
{2}{G}{G}
Sorcery
Destroy target enchanted permanent.

Vigilant Sentry
{1}{W}{W}
Creature -- Nomad
2/2
Threshold -- Vigilant Sentry gets +1/+1 and has "{T}: Target attacking or blocking creature gets +3/+3 until end of turn." (You have threshold as long as seven or more cards are in your graveyard.)

Web of Inertia
{2}{U}

Enchantment
At the beginning of each opponent's combat phase, that player may remove a card in his or her graveyard from the game. If the player doesn't, creatures he or she controls can't attack you this turn.

Wonder
{3}{U}
Creature -- Incarnation
2/2
Flying
As long as Wonder is in your graveyard and you control an island, creatures you control have flying.

Worldgorger Dragon
{3}{R}{R}{R}
Creature -- Nightmare Dragon
7/7
Flying, trample
When Worldgorger Dragon comes into play, remove all other permanents you control from the game.
When Worldgorger Dragon leaves play, return the removed cards to play under their owners' control.

Wormfang Behemoth
{3}{U}{U}
Creature -- Nightmare Beast
5/5
When Wormfang Behemoth comes into play, remove all cards in your hand from the game.
When Wormfang Behemoth leaves play, return the removed cards to their owner's hand.

Wormfang Crab
{3}{U}
Creature -- Nightmare Crab
3/6
Wormfang Crab is unblockable.
When Wormfang Crab comes into play, an opponent chooses a permanent you control other than Wormfang Crab and removes it from the game.
When Wormfang Crab leaves play, return the removed card to play under its owner's control.

Wormfang Drake
{2}{U}
Creature -- Nightmare Drake
3/4
Flying
When Wormfang Drake comes into play, sacrifice it unless you remove a creature you control other than Wormfang Drake from the game.
When Wormfang Drake leaves play, return the removed card to play under its owner's control.

Wormfang Manta
{5}{U}{U}

Creature -- Nightmare Beast
6/1
Flying
When Wormfang Manta comes into play, you skip your next turn.
When Wormfang Manta leaves play, you take an extra turn after this one.

Wormfang Newt
{1}{U}
Creature -- Nightmare Beast
2/2
When Wormfang Newt comes into play, remove a land you control from the game.
When Wormfang Newt leaves play, return the removed card to play under its owner's control.

Wormfang Turtle
{2}{U}
Creature -- Nightmare Beast
2/4
When Wormfang Turtle comes into play, remove a land you control from the game.
When Wormfang Turtle leaves play, return the removed card to play under its owner's control.